TENGEN
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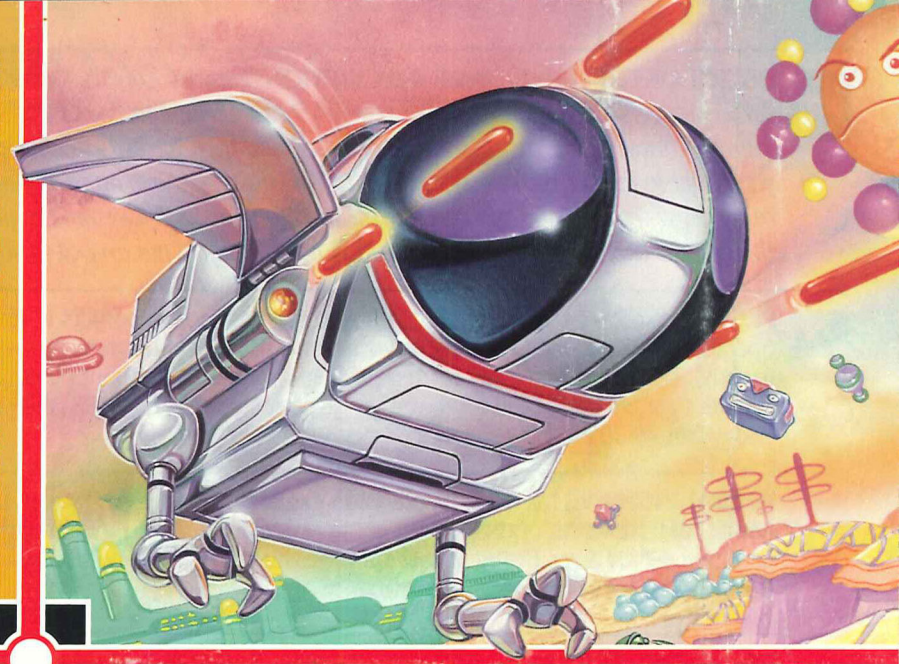
FANTASY ZONE™

INSTRUCTION BOOKLET



TENGEN

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OBJECT OF THE GAME/GAME DESCRIPTION: *Fantasy Zone is a solar system of eight wonderful planets – each more fantastic than the next! There's bad news though; Evil Menons have overrun Fantasy Zone, using stolen money to build their forces. As Opa-Opa, a living spaceship, you've got to recover the money and destroy the nasty Menons on each planet. Collect enough coins along the way and you can buy meaner weapons and awesome engines. Watch out though, the enemy boss lurking between planets wants to put an end to your planetary quest!*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

PRECAUTIONS: **1.**This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. **2.** Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. **3.** Do not clean with benzene, paint thinner, alcohol or other such solvents.

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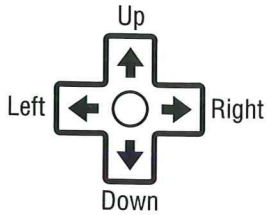
Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

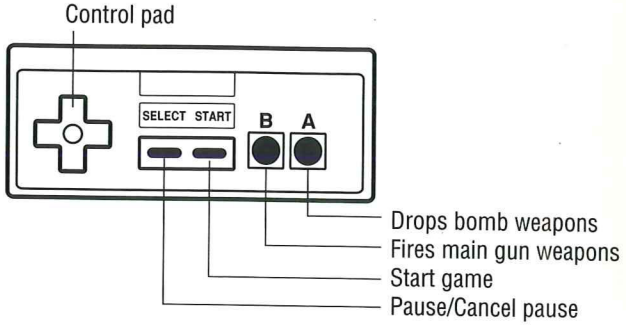
CONTROL FUNCTIONS

Fantasy Zone is for one player. You're Opa-Opa, a valiant fighter shaped like a small spaceship. To begin your strange and dangerous adventure, plug your controller into Port 1.

Control Pad



Controller



THE GAME

Press START on the control pad to begin the game. At the beginning of each game you get three Opa-Opa spaceships. When all 3 lives are lost, the game's over. There are eight rounds (each planet is a different round). Every planet is unique, from the terrain to the weird creatures who live there. You've got to destroy the creatures on each planet (while grabbing as many coins as you can) before you zip on over to the next planet. When all bases on a planet are destroyed, an enemy boss will try to demolish you – watch out! Only by destroying the boss will you be able to proceed.

"POWER-UP" PARTS

If you collect enough coins you can buy speedup parts and stronger weapons to increase your fighting abilities. Capturing the SHOP balloon allows you to buy stuff at the PARTS SHOP. Using the Control Pad, move the HAND to the desired part or weapon. When the HAND blinks, push button A. Repeat to buy more parts and weapons.

Continue on to the PARTS SELECT screen. No matter how many parts you have bought, you can only use one from each of the POWER-UP categories (Speedup, Weapon 1, Weapon 2). Using the Control Pad, move the ARROW beside the desired item and push button A (the * mark will appear beside your selection). After making three selections, move the ARROW beside EXIT and push button A. Now, with your POWER-UP parts and weapons you're ready to continue the battle!

Note: If you have already bought POWER-UP items, capturing the Select (SEL) balloon during the game will also allow you to go to the PARTS SELECT screen.

Speedup Parts:

- **Big Wings:** makes your speed slightly faster ($100).
- **Jet Engine:** makes your speed even faster ($1,000).
- **Turbo Engine:** makes your speed very fast ($10,000).
- **Rocket Engine:** makes your speed extremely fast ($100,000).

Weapon 1 Armaments:

- **Laser Beam:** ($1,000).
- **Wide Beam:** ($500).
- **5-Way Shot:** ($5,000).

Weapon 2 Armaments:

- **Twin Bombs:** two bombs dropped together ($100).
- **Smart Bombs:** destroys all on-screen enemies at once ($2,000).
- **Fire Bomb:** destroys all enemies in a horizontal direction ($2,000).
- **Heavy Bomb:** destroys all enemies in a vertical direction ($2,000).

Note: Each time you buy an item in the PARTS SHOP its price goes up a little — that same item will cost you *more* next time you buy it. How much more? Who knows! The merchants in the Zone are rich, and this is one of the ways they got that way!

Before being reinforced with POWER-UP parts and weapons, all Opa-Opa spaceships come equipped with **Small Wings**, **Twin Shots** and **Single Bombs**.

SCORE

Here are the points you'll earn for shooting or bombing these mean and nasty foes:

An Enemy.....100 points
Base.....1,000 points
Enemy Boss.....0 points

HINTS

- If you use a rapid fire controller, you can adjust the rapid fire rate of your weapons.
- Try to collect as many coins as possible, so you can buy the more powerful weapons and faster engines.
- Each enemy boss has a weakness, it's up to you to find it!
- Before destroying the last enemy base on a planet, try to find the weapons select balloon. Select a powerful weapon, the one that works best against the enemy boss.
- Use heavy bombs against bosses.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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